

2. Arusha

Program Name: Arusha.java

Input File: arusha.dat

Given a string s , the right rotation of s is the last letter of s , followed by every other letter of s . The left rotation is the first letter of s , preceded by every other letter of s .

For example, with the string “ABCDE”, the right rotation is “EABCD”, and the left rotation is “BCDEA”.

Given a starting string and a sequence of rotations, Arusha wants to know the resulting string. Write a program to help Arusha calculate this.

Input:

The first line of input will contain a single integer T , the number of test cases to follow ($1 \leq T \leq 10$)

Each test case will consist of two strings S and I , denoting the string to manipulate, and the instruction sequence.

$1 \leq |S| \leq 100$

$1 \leq |I| \leq 100$

I will consist of only characters ‘L’ and ‘R’, denoting a left and right rotation instruction.

Output:

For each test case on its own line, output the resultant string after completing all rotations.

Sample input:

```
3
ABCDE L
ABCDE R
AB LLL
```

Sample output:

```
BCDEA
EABCD
BA
```